

Specializing in designing practical, user-focused solutions that address real-world challenges, with clear communication across all levels, from interns to C-suite executives. Complex problems are approached step by step, fostering a collaborative environment where team well-being is prioritized, recognizing that a strong and cohesive team drives meaningful results.

Success is achieved through steady progress, with each milestone building towards the larger goal

EXPERIENCE

HEAD OF RESEARCH AND DEVELOPMENT (R&D)

Aug, 2023 - Nov, 2024

NDA

- Technical Leadership & Architecture
 - Partnered with C-suite and team leads to align technical solutions with business strategy
 - Designed and implemented system architecture, data structures, and data processing systems
 - Created comprehensive testing plans and documentation
- Engineering
 - Built search/recommendation system with 11-50ms response time for 20M+ records
 - Implemented fuzzy matching, spell correction, named entity recognition and recommendation algorithms
 - Designed a pipeline for document analysis, vector indexing, and semantic search with classification and summarisation
 - Analysed 200M+ user requests to optimise system boundaries and performance
 - Developed a system for analytics, reporting, and code quality assessment using LLMs
- Quality Assurance
 - Achieved 70% test coverage across unit, integration, and performance testing
 - Developed testing frameworks and validation processes
 - Established metrics and monitoring for system reliability

SENIOR SOFTWARE ENGINEER

May, 2021 - June, 2023

NOKIA

- System Architecture & Design
 - Led architecture design for cellular networks serving 100M+ users, focusing on 3GPP, 4G/LTE, 5G, and O-RAN
 - Designed scalable systems supporting 100,000+ users per node with integrated monitoring
 - Developed scalable micro-frontend architecture with integrated search and validation
- Technical Leadership
 - Collaborated with C-suite on strategic initiatives across hardware, software, testing, and hiring
 - Directed system design efforts with major cellular operators, cooperation with 40+ engineers
 - Implemented RBAC-based hierarchical control system for multi-product security management

SENIOR SOFTWARE ENGINEER

Jun, 2020 - Apr, 2021

FGP

- Technical Leadership
 - Led 10-person team of Unreal Engine, backend and frontend, managing sprints and development processes
 - Redesigned mobile and web applications with focus on UX improvements
 - Developed real-time streaming solution for Unreal Engine integration
- System Architecture
 - Implemented OAuth/2FA authentication with RESTful API integration using SMS
 - Designed cross-platform WebRTC interface supporting multiple browsers/OS
 - Built client-UE command and data exchange functionality
- Quality Assurance
 - Conducted cross-environment testing using remote machines, VirtualBox, and physical devices

Python • Golang • TypeScript • SQL • Dart • React • Flutter • AWS • Docker • Postgres • RabbitMQ • CI • CD • Linux • GIT

ELK • Math • NLP • ML • LLM • RAG • TensorFlow • WebSockets • WebRTC • RPC • GraphQL • Agile • SCRUM • Figma

| EDUCATION | CERTIFICATES | LANGUAGES |
|--|---|----------------------|
| 2016 - 2020, BSc with Honours, KNU Information computing technology | Cisco Networking Academy <ul style="list-style-type: none">• 2020, Cisco, Introduction to Networks• 2020, Cisco, Programming Essentials in Python• 2020, Cisco, Routing and Switching Essentials• 2020, Cisco, Introduction to Cybersecurity | • English - Fluent |
| 2020 - 2022, MSc, KNU Information computing technology | | • Russian - Fluent |
| | | • Ukrainian - Native |

EXPERIENCE

TEAM LEADER June, 2018 – June, 2020

ECHO STUDIO

- Led cross-functional teams across 8 countries (USA, EU, Asia)
- Managed frontend/backend resource allocation and development workflows
- Optimized documentation processes for improved team collaboration
- Reduced search latency by 90% (400ms to 30-50ms) while handling 1000 RPS using Solr/MySQL
- Implemented real-time push notification system supporting 31,000+ concurrent users

JUNIOR FULL STACK DEVELOPER Jan, 2017 – June, 2018

Private practice / University

- Developed a tool for visualizing server performance logs
- Developed RBAC-based cloud file management system with sharing capabilities
- Completed AI Institute internship focusing on NLP
- Implemented NLP techniques: tokenization, vectorization, lemmatization
- Applied logistic regression and Random Forest algorithms
- Metrics: Log analysis tool performance, file system usage/scale, ML model accuracy

NON-COMMERCIAL

CO-FOUNDER June, 2022 – PRESENT

Go Music

- 3-5 seconds average music recognition time
- Updating the system in 15 minutes using a robust CI/CD pipeline encompassing backend services, iOS app deployment to TestFlight, Android app packaging to APK, web to S3, and backend to EC2 deployment using GitHub Actions
- Developed efficient multithreaded audio decoding for streaming services on Android/iOS
- Integrated multiple APIs to enhance app functionality

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RESEARCHER June, 2024 – Nov, 2024

Computer Vision Research

- Tested neural networks for background removal in videos featuring people.
- Implemented chroma keying for several chroma channels using case-dependent algorithms.
- Developed automatic template detection and animation: highlight or zoom.
- Implemented image replacement systems based on rules, such as replacing phone screens with user-submitted videos.
- Supervised a university intern, providing guidance and practical experience in the field.
- Filming and preparing materials, together with cameramen and actors.

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